APPLICATION OF THE COMMAND PATTERN TO A CLIENT/SERVER APPLICATION

ABSTRACT

A technique for facilitating communication between a client and server using the command pattern. The command pattern is an object-oriented design pattern that describes a pattern for encapsulating instructions and data into a single object, called a command. A client host uses the command pattern to encapsulate instructions and first data into a command object, and provides the command object to a server host. The server host executes the instructions in the command object to provide second data, based on the first data, in the command object, and returns the command object with the second data to the client host. The server host may provide the command object with a reference to a resource, such as a database, for providing the second data. The command object is a single object. The client host interprets the second data in the returned command object.